

STIC Database Tracking Number: 242457

To: TRAMAR HARPER
Location: RND-6A14
Art Unit: 3714
Thursday, November 08, 2007

Case Serial Number: 10/644094

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Search Notes

Tramar-

Please find below your search results.

References of potential pertinence have been tagged, but please review all the packets in case you like something I didn't.

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There may be a few decent references contained herein, but I'll let you determine how useful they may be to you.

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Sincerely,

Emory Damron

Technical Information Specialist

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RSH

Access DB# 242457

SEARCH REQUEST FORM

Scientific and Technical Information Center

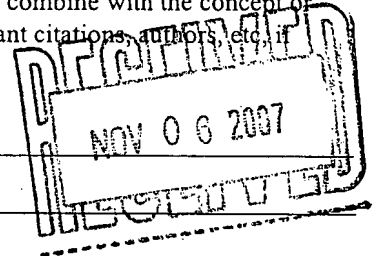
Requester's Full Name: Tramar Harper Examiner #: 82318 Date: 11/6/07
 Art Unit: 3714 Phone Number 30 2-6177 Serial Number: 10/644094
 Mail Box and Bldg/Room Location: Rm 6A14 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations, authors, etc. known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: Token with Built-in IC Chip

Inventors (please provide full names): Tomohiro Shinoda



Earliest Priority Filing Date: Aug. 20, 2002

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

~~A~~ A figure identifying a plurality of ~~a~~ characters in a gaming machine. The figure has a base portion ~~for~~ with a detachable/attachable token/memory card. The memory card/token has game initial data ~~is select~~ regarding the character, ~~respective of the~~

A player has access to the data when placing the figure with token attached to ~~the game~~ on the gaming machine e.g. gaming machine ~~has~~ reads data from figure attached ~~the~~ with token. The gaming machine further dispense coins based on progress in game and the game data comprising ~~a~~ bonus data in a game.

ARUZE 2004/0106457

Ronald Laneau
RONALD LANEAU
PRIMARY EXAMINER

X COPY

Set	Items	Postings	Description
S1	231280	1837486	S GAMING? OR GAME? ? OR GAMBLING? OR COMPETITIV? OR CONTEST? ? OR ARCADE? OR VIDEOGAM? OR AMUSEMENT? OR BOARDGAME?
S2	39155	261532	S CASINO OR GAMBLE? OR SLOT?()MACHINE? OR LOTTO? OR KENO OR WAGERING? OR BETTING? OR BLACKJACK? OR BINGO OR ROULETTE OR CRAPS
S3	13052	75513	S GAME(2W)CHANCE OR CASSINO? OR LOTTERY OR LOTTERIE? OR BACCARAT?
S4	240892	2173373	S S1:S3
S5	13278	110113	S TOKEN? OR (GAME OR GAMING OR CASINO)()CHIP? ? OR COIN? ? OR SLUG?
S6	113094	303677	S CHARACTER? OR FIGURE? OR FIGURINE? OR (GAME OR GAMING OR PLAY? OR BOARDGAM?)()PIECE? OR METAPHOR?
S7	211	1882	S AVATAR? OR PROXY()REPRESENTATION? OR PERSONIF?
S8	1067	7919	S (VIRTUAL? OR ANTHROPOMORPH? OR CARTOON? OR TOON? ? OR ANIMAT? OR GRAPHIC? OR VISUAL? OR HUMANOID?) (3N) (ENTIT? OR SYMBOL? OR REPRESENTATION? OR PIECE? OR GAMEPIECE? OR EMBODIMENT? OR REPLICA? OR REPRODUCTION?)
S9	3864	33404	S ICCHIP? OR MEMORY() (CHIP? OR CARD?) OR SMART()CARD? OR INTEGRAT?()CIRCUIT? OR STORAGE()SECTION?
S10	2738	20485	S (DIGITAL OR IC OR INTEGRAT?)() (CIRCUIT? OR CHIP? ?) OR RFID OR FLASH()DRIVE? OR FLASHDRIV?
S11	5035	18320	S EPROM? OR PROM? OR EEPROM? OR IC()CIRCUIT? OR ICCIRCUIT? OR LOGICCIRCUIT? OR ASIC
S12	867	12451	S (CHIP? ? OR PROCESSOR? OR MODULE? OR DEVIC?) (2N) (SEMICONDUCT? OR SEMI()CONDUCT?)
S13	149	785	S MEMORY()STICK? OR USB(2W) (STORAG? OR TOKEN?) OR USB() (MEMORY?()KEY? ?) OR COMPACT()FLASH?
S14	75	255	S SMART()MEDIA OR SMARTMEDIA? OR COMPACTFLASH? OR USB() (FLASHDRIVE? OR FLASH()DRIVE?)
S15	1158	10108	S SMARTCARD? OR ICCARD? OR CHIPCARD? OR (CHIP OR IC OR INTEGRATED?()CIRCUIT?)()CARD? ?
S16	74	422	S (SEMICONDUCT? OR SEMI()CONDUCT? OR SIM)()CARD? ? OR SIMCARD? OR ICCHIPCARD?
S17	367	3234	S ELECTRONIC?() (CHIP()DEVICE? OR CARD? ? OR CHIP? ?)
S18	48331	374072	S BONUS? OR PRIZE? OR AWARD? OR WINNING? OR REWARD? OR JACKPOT?
S19	922	4661	S JACK()POT? ? OR PAYOFF? OR PAY()OFF? ? OR REMUNERAT? OR REBATE? OR REFUND?
S20	2211	10533	S KITTY OR POT OR CHIPS OR REVENUE? OR REFUND? OR WINDFALL?
S21	7305	34266	S DISCOUNT? OR COUPON? OR INCENTIVE? OR POINTS OR MONEYBACK? OR CASHBACK OR (MONEY OR CASH)()BACK
S22	1706	9516	S VOUCHER? OR LOYALTY()POINT? OR GIFT? OR PROMOTION?() (GIVEAWAY? OR GIVE()AWAY?)
S23	105885	906207	S DATA OR INFORMATION? OR INFO OR STATISTIC? OR SCORE? OR SCORING? OR RESULT? OR OUTPUT? OR DOCUMENT? OR INTELLIGENCE?
S24	31206	171176	S READING? OR REPORT? OR READOUT? OR READ()OUT? ? OR EVALUATION? OR RECORD? ? OR OUTCOME? OR FACT? ? OR CONTENT?
S25	27862	160156	S TESTRESULT? OR TESTDATA? OR TESTRUN? OR PARAMETER? OR VALUE? OR STAT OR STATS OR DISCLOSUR? OR RESEARCH?
S26	3921	16422	S SUMMAR? OR SUMMAT? OR COMPILAT? OR HISTOR? OR COMPENDI? OR LOG OR LOGS OR KNOWLEDG? OR MEMORAND?
S27	59872	312202	S ATTACH? OR (SET OR SETS OR SETTING OR EMPLAC? OR PLACE? OR PLACING OR INSERT? OR PLUG?)() (ON OR UPON OR ATOP OR WITHIN? OR IN) OR CONNECT?
S28	12983	48488	S INTEGRAL? OR INTEGRAT? OR BUILTIN OR BUILT()IN OR PLUGIN? OR INTERCONNECT? OR INTERLINK? OR INTRINSIC?
S29	46772	196473	S SLOT? ? OR (ELECTRIC? OR ELECTRONIC?)() (INTERFACE? OR PORT?) OR INFOPORT? OR DATAPORT? OR PORTAL? OR PORT? ? OR SERIAL(2N)PARALLEL? (5N)INPUT(2N)OUTPUT
S30	4771	27113	S (INFO OR INFORMATION OR DATA)()PORT? ? OR DATAPLUG? OR INFOPLUG? OR PLUG??? OR OUTLET? OR INLET? OR CRADLE? OR HOTSYNCCRADLE?
S31	1912	8945	S DOCK? ? OR DATADOCK? OR INFODOCK? OR SOCKET? OR INFOCKET? OR DATASOCKET? OR JACK? ? OR INFOJACK? OR DATAJACK?
S32	10816	60712	S AFFIX? OR HITCH? OR COUPL? OR (LOG OR LOGS OR LOGGING OR LOGGED)() (IN OR ON) OR LOGIN? OR LOGON?

S33	24238	94499	S DETACH? OR DISCONNECT? OR RELEAS? OR UNFASTEN? OR REMOV? OR UNJOIN? OR DISLINK? OR DELINK?
S34	1096	4277	S DISCONNEX? OR UNPLUG? OR OFF()LINE OR UNATTACH? OR DISENGAG? OR UNCOUPL? OR DECOUPL? OR DISJOIN?
S35	273	1055	S UNAPPEND? OR UNSECUR? OR UNHITCH? OR UNHOOK? OR UNINSERT? OR UNLATCH? OR DISSOCIAT? OR DISASSOCIAT?
S36	4207	17902	S UNCOUPL? OR DECOUPL? OR EJECT? OR UNLINK? OR UNCLIP? OR DISMOUNT? OR DISENGAG?
S37	35480	178912	S READ? OR UPLOAD? OR DOWNLOAD? OR SCAN? OR INTERACT? OR BIDIRECT? OR TRANSPOND? OR INVESTIGAT? OR UPDAT?
S38	11350	55246	S RECEIV? (3N)TRANSMI? OR TRANSCEIV? OR IMPORT? OR EXPORT? OR TRANSPORT? OR AUDIT? OR POLL? OR PING? OR ASCERTAIN?
S39	23440	81438	S TELEPORT? OR DATATransFER? OR TRANSFER? OR INTERROGAT? OR INSTALL? OR UPLINK? OR DOWNLINK?
S40	192342	1666885	S MACHINE? OR APPARATUS? OR DEVICE? OR APPLIANC? OR CONSOLE? OR SERVER? OR EQUIPMENT? OR HARDWARE?
S41	89956	425314	S BASE? OR BOTTOM? OR UNDERNEATH? OR UNDERSIDE? OR DISTAL? OR BENEATH? OR LOWER? OR BELOW?
S42	186819	432314	S IC=(G06F? OR G07F? OR A63F? OR H04K? OR A63H? OR G06K?)
S43	109967	307497	S MC=(T01? OR T04? OR W04? OR T05? OR U14?)
S44	1190	22946	S S4 AND S5:S8(10N)S9:S17
S45	311	13847	S S44 AND S5
S46	559	22117	S S44 AND S9:S17(10N) (S18:S22 OR S23:S26)
S47	538	28904	S S44 AND S9:S17(10N)S27:S39 AND S40(7N)S1:S3
S48	1067	36241	S S40:S41 AND S44
S49	105	12260	S S45 AND S46 AND S47
S50	1190	81546	S S44:S48
S51	1026	80090	S S50 AND S42:S43
S52	1190	110640	S S50:S51
S53	8	3808	S S52 AND S5:S8 AND S9:S16 AND S18:S22 AND S23:S26 AND S27:S32 AND S33:S36 AND S37:S39 AND S40:S41
S54	109	15304	S S49 OR S53
S55	354	31234	S S45:S46 AND S47
S56	188	24302	S S55 AND S18:S26 AND S27:S32 AND S33:S39
S57	188	27214	S S56 AND S40:S41
S58	184	25351	S S56 AND S42:S43
S59	357	56777	S S54:S58
S60	1136	41363	S S44 AND (S5 OR S9:S17) (10N) (S6:S8 OR S41 OR S40)
S61	364	28904	S S60 AND S18:S26 AND S27:S32 AND S33:S39
S62	535	66951	S S59 OR S61
S63	182	31303	S S62 AND S1:S3(10N) (S5:S8) AND S1:S3(10N)S40 AND S1:S3(10N)S9:S16
S64	220	34706	S S63 OR S54
S65	113	23888	S S64 AND AY=1970:2002
S66	124	19147	S S64 NOT AY=2003:2007
S67	144	28092	S S65:S66
S68	157	18829	S S59 NOT S64
S69	157	21446	S S68 AND S62
S70	157	22873	S S68:S69
S71	77	13558	S S70 AND AY=1970:2002
S72	69	9871	S S70 NOT AY=2003:2007
S73	87	14692	S S71:S72
S74	87	12773	IDPAT (sorted in duplicate/non-duplicate order)
S75	87	12773	IDPAT (primary/non-duplicate records only)

; show files

[File 347] JAPIO Dec 1976-2007/Jun(Updated 070926)

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[File 350] Derwent WPIX 1963-2007/UD=200771

67/5,K/90 (Item 59 from file: 350)

Derwent WPIX

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0011120817 *Drawing available*

WPI Acc no: 2002-057047/200208

XPX Acc No: N2002-042066

Game character generation method for video game device , involves using data set prepared by additional video game program different from usual game program, to generate game characters

Patent Assignee: KONAMI CO LTD (KONA-N); KONAMI KK (KONA-N)

Inventor: KUBO M; KUBO S; SUZUKI A

SEE ATTACHED
CLAIMS

Patent Family (7 patents, 30 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1159993	A2	20011205	EP 2001112837	A	20010530	200208	B
US 20010053716	A1	20011220	US 2001865729	A	20010529	200208	E
JP 2001340634	A	20011211	JP 2000164036	A	20000601	200213	E
KR 2001110314	A	20011213	KR 200130868	A	20010601	200237	E
US 6547665	B2	20030415	US 2001865729	A	20010529	200329	E
TW 235083	B1	20050701	TW 2001113419	A	20010531	200651	E
KR 490217	B	20050517	KR 200130868	A	20010601	200657	E

Priority Applications (no., kind, date): JP 2000164036 A 20000601

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
EP 1159993	A2	EN	15	7	
Regional Designated States,Original	AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR				
JP 2001340634	A	JA	9		
TW 235083	B1	ZH			
KR 490217	B	KO			Previously issued patent KR 2001110314

Alerting Abstract EP A2

NOVELTY - A **data** set is generated using an additional video **game** program different from the usual video **game** program. The **game characters** are generated, by referring the **data** set.

DESCRIPTION - INDEPENDENT CLAIMS are also included for the following:

M. Computer **readable** storage medium storing **video game** program;

N. Video **game device**

USE - For generating **game characters** in video **game device** (claimed).

ADVANTAGE - Prevents a player from becoming bored with the **content** because the **character** data of the selectable **contest** opponents is **changed** according to the state of the **memory card**. Since the prediction of type of **contest opponents** is not possible, play tension of **the** player is always maintained.

DESCRIPTION OF DRAWINGS - The **figure** shows the flowchart describing a process of **the** video **game** program.

Title Terms /Index Terms/Additional Words: **GAME**; **CHARACTER**; **GENERATE**; **METHOD**; **VIDEO**; **DEVICE**; **DATA**; **SET**; **PREPARATION**; **ADD**; **PROGRAM**; **USUAL**

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
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A63F-013/00; A63F-013/10			Main		"Version 7"		
A63F-0013/10	A	I		R	20060101		
A63F-0013/10	C	I		R	20060101		

US Classification, Issued: 463043000, 463044000, 463043000

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J10C2; T01-J30B; T01-S03; W04-X02C

Game character generation method for video game device , involves using data set prepared by additional video game program different from usual game program, to generate game characters ...**Original Titles:**Game character generating method, storage medium and video game device**GAME CHARACTER GENERATING METHOD, RECORDING MEDIUM AND VIDEO GAME DEVICE** Game character generating method, storage medium and video game device **Game character** generating method, storage medium and video game device **Alerting Abstract** ...**NOVELTY** - A data set is generated using an additional video game program different from the usual video game program. The **game characters** are generated, by referring the data set. ... Computer readable storage medium storing video game program; Video game device **USE** - For generating **game characters** in video game device (claimed).... .. **ADVANTAGE** - Prevents a player from becoming bored with the **content** because the **character** data of the selectable **contest** opponents is **changed** according to the state of the **memory card**. Since the prediction of type of **contest opponents** is not possible, play tension of **the** player is always maintained... .. **DESCRIPTION OF DRAWINGS** - The **figure** shows the flowchart describing a process of **the** video **game** program.**Title Terms** /Index Terms/Additional Words: **GAME**;**DATA**; **Original Publication Data** by Authority**Original Abstracts:**In a video game program executed by a video game device, comprising a first external storage device storing a video game program and a second external storage device storing data generated by executing said video game program, a game character is generated by referencing character data indicating the status of the game character. If the data generated by the video game program and stored in the second external storage device is called user data, then the video game program generates the game character by referencing data other than the user data, according to the state of the second external storage device... .. In a video game program executed by a video game device, comprising a first external storage device storing a video game program and a

second external storage device storing data generated by executing said video game program, a game character is generated by referencing character data indicating the status of the game character. If the data generated by the video game program and stored in the second external storage device is called user data, then the video game program generates the game character by referencing data other than the user data, according to the state of the second external storage device. ... In a video game program executed by a video game device, comprising a first external storage device storing a video game program and a second external storage device storing data generated by executing the video game program, a game character is generated by referencing character data indicating the status of the game character. If the data generated by the video game program and stored in the second external storage device is called user data, then the video game program generates the game character by referencing data other than the user data, according to the state of the second external storage device. >Claims: A game character generation method of generating a game character in accordance with a video game program stored in a first storage device of a video game device, said method comprising the steps of: preparing a data set generated by an additional video game program different from the video game program; and generating the game character by referencing the data set.... What is claimed is: 1. A game character generation method of generating a game character in accordance with a video game program stored in a first storage device of a video game device, said method comprising the steps of: preparing a data set generated by an additional video game program different from the video game program; and generating the game character by referencing the data set. What is claimed is: 1. A game character generation method of generating a game character in accordance with a first video game program, which is stored in a first storage device of a video game device and is executed by a first type video game device, said method comprising the steps of: accessing a data set that was generated by a second video game program, which is different from the first video game program, executed on said first type video game device; and generating the game character by referencing the data set and executing the first video game program by said first type video game device. >... Basic Derwent Week: EP 2001112837

67/5,K/71 (Item 40 from file: 350)

Derwent WPIX

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0012824071 *Drawing available*

WPI Acc no: 2002-681768/200273

XRPX Acc No: N2002-538197

Radio frequency identification device stores access codes that are transmitted to processing device to enable feature in electronic device such as game console, PDA

Patent Assignee: COLLINS T J (COLL-I); JACKSON M R (JACK-I); LILL M P (LILL-I); MOTOROLA INC (MOTI); RAKERS P L (RAKE-I); WODKA J F (WODK-I)

Inventor: COLLINS T J; JACKSON M R; LILL M P; RAKERS P L; WODKA J F

Patent Family (5 patents, 100 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20020093426	A1	20020718	US 1995540813	A	19951011	200273	B
			US 199861146	A	19980416		
			US 200292150	A	20020306		
WO 2003077569	A1	20030918	WO 2002US37831	A	20021125	200362	E
AU 2002367764	A1	20030922	AU 2002367764	A	20021125	200431	E
CN 1650641	A	20050803	CN 2002828470	A	20021125	200578	E
US 7057492	B2	20060606	US 1995540813	A	19951011	200638	E
			US 199861146	A	19980416		
			US 200292150	A	20020306		

Priority Applications (no., kind, date): US 199861146 A 19980416; US 1995540813 A 19951011; US 200292150 A 20020306

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20020093426	A1	EN	13	8	C-I-P of application	US 1995540813
					C-I-P of application	US 199861146
WO 2003077569	A1	EN				
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SC SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG UZ VC VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW					
AU 2002367764	A1	EN			Based on OPI patent	WO 2003077569
US 7057492	B2	EN			C-I-P of application	US 1995540813
					C-I-P of application	US 199861146
					C-I-P of patent	US 6611199

Alerting Abstract US A1

NOVELTY - The radio frequency identification (RFID) device stores access codes that are programmed at the point-of-purchase of an item. The codes read by a reader (206) are transmitted to enable a feature in an electronic device such as an electronic **game console**, a PDA, a cellular telephone and a pager. The feature is disabled based on the number of times the RFID device has been used and based on predetermined time period.

USE - Radio frequency identification (RFID) device implanted in collector's card, cereal boxes, magazines and coupons that are distributed through local news papers for promoting sales and is implanted in **game card** or **tokens** for enhancing or enabling new **games** on an electronic **game console**.

ADVANTAGE - Allows producers and their marketing organizations to effectively run product **promotions** by **data mining**.

DESCRIPTION OF DRAWINGS - The **figure** shows the electrostatic **RFID** devices.

206 Reader

Title Terms /Index Terms/Additional Words: RADIO; FREQUENCY; IDENTIFY; DEVICE; STORAGE; ACCESS; CODE; TRANSMIT; PROCESS; ENABLE; FEATURE; ELECTRONIC; **GAME**; CONSOLE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
H04Q-001/00; H04Q-005/22			Main		"Version 7"
G05B-0019/12	A	I	F	B	20060101
G05B-0019/04	C	I	F	B	20060101

US Classification, Issued: 340572700, 340010510, 340005610, 340572700, 705014000

File Segment: EPI;

DWPI Class: T01; T05; W01; W02; W04; W05

Manual Codes (EPI/S-X): T01-H01B3A; T01-J05A1; T05-L01C; T05-L02; W01-C01D3C; W02-G01X; W02-G05B; W04-X02C; W05-A05C1

Radio frequency identification device stores access codes that are transmitted to processing device to enable feature in electronic device such as game console, PDA Alerting Abstract ...programmed at the point-of-purchase of an item. The codes read by a reader (206) are transmitted to enable a feature in an electronic device such as an electronic **game console**, a PDA, a cellular telephone and a pager. The feature is disabled based on the number of times the RFID device has been used and... USE - Radio frequency identification (RFID) device implanted in collector's card, cereal boxes, magazines and coupons that are distributed through local news papers for promoting sales and is implanted in **game card** or **tokens** for enhancing or enabling new **games** on an electronic **game console**.
... ..ADVANTAGE - Allows producers and their marketing organizations to effectively run product **promotions** by **data mining**... ..DESCRIPTION OF DRAWINGS - The **figure** shows the electrostatic **RFID** devices **Title Terms** .../Index Terms/Additional Words: **GAME**; Original Publication Data by Authority**Original Abstracts:**A radio frequency identification ("RFID") device (102) having stored thereon an expiration and a set of **data** bits which, when presented to a processing device (602) via a **RFID reader** (206), causes the processing device (602) to enable

a feature that would otherwise be disabled in an electronic device (600), and disable the feature when the expiration reaches a predetermined value... ... A radio frequency identification ("RFID") device (102) having stored thereon an expiration and a set of **data** bits which, when presented to a **processing** device (602) via a **RFID reader** (206), causes the processing device (602) to **enable** a feature that would otherwise be disabled in an electronic device (600), and **disable the** feature when the expiration reaches a predetermined **value**. identification ("RFID") device (102) having stored thereon an expiration and a set of data bits which, when presented to a processing device (602) via a **RFID reader** (206), causes the processing device (602) to enable a feature that would otherwise be disabled in an electronic device (600), and disable the feature when the expiration reaches a predetermined **value**. ...

... L'invention concerne un dispositif d'identification par radio-frequence (**RFID**) (102) sur lequel sont stockes des ensembles de bits d'**information** et d'expiration. Lorsque ces donnees sont presentees a un dispositif de traitement (602) equipe d'un lecteur RFID (206), le dispositif de traitement (602) active une **caracteristique** qui est normalement desactivee dans un dispositif electronique (600) et **desactive** cette caracteristique lorsque les donnees d'expiration atteignent une valeur predeterminee. **Claims:** We claim:1. A radio frequency identification ("RFID") device having stored thereon an expiration and a set of **data** bits which, when presented to a processing device **via a RFID reader**, causes the processing device to enable a **feature that** would otherwise be disabled in an electronic device, and disable the feature when the expiration reaches a predetermined value... ... promotional material comprising a visual aid that identifies a consumer product other than the promotional material, the promotional material further comprising a radio frequency identification ("RFID") device having stored thereon an expiration and a set of **data** bits which, when presented to a **processing** device via a **RFID reader**, causes the processing device to **enable** at least one feature that would otherwise be disabled in **an electronic** device having a plurality of features, and disable the at least one feature when the expiration reaches a predetermined value, wherein the at least one... Basic Derwent Week: 200273

67/5,K/42 (Item 11 from file: 350) [Links](#)

Derwent WPIX

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0014189553 *Drawing available*

WPI Acc no: 2004-374966/200435

Related WPI Acc No: 2006-027298; 2007-455463

XRPX Acc No: N2004-298305

Method for playing interactive treasure hunt game involves providing clues to players who posses identification badge and who have sufficiently advanced in game

Patent Assignee: BARNEY J A (BARN-I); CREATIVE KINGDOMS LLC (CREA-N); WESTON D C (WEST-I)

Inventor: BARNEY J A; WESTON D C

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20040092311	A1	20040513	US 2002370568	P	20020405	200435	B
			US 2003410583	A	20030407		
US 6967566	B2	20051122	US 2003410583	A	20030407	200577	E

Priority Applications (no., kind, date): US 2002370568 P 20020405; US 2003410583 A 20030407

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20040092311	A1	EN	28	23	Related to Provisional	US 2002370568

Alerting Abstract US A1

NOVELTY - Each participant is provided a unique identification badge. Clues are provided to players who posses the badge and who have sufficiently advanced in the **game**. The player are allowed to advance in the **game** and find more clues as each challenge is successfully completed.

USE - For playing interactive treasure hunt **game**.

ADVANTAGE - Excitement and entertainment property of **games** are improved while improving creativity and imagination of player.

DESCRIPTION OF DRAWINGS - The figure shows a perspective view of a **game** participant using a computer **game**.

105 player

200 wand

Title Terms /Index Terms/Additional Words: METHOD; PLAY; INTERACT; HUNTING; **GAME** ; IDENTIFY; BADGE; SUFFICIENT; ADVANCE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
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A63F-0013/10	A	I		R	20060101
A63F-0003/00	A	N		R	20060101
A63F-0013/10	C	I		R	20060101
A63F-0003/00	C	N		R	20060101

US Classification, Issued: 463043000, 463042000, 273430000, 463039000, 463009000, 340323R00

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): T01-J30B; T05-H05E; T05-H08C; W04-X02C

Method for playing interactive treasure hunt game involves providing clues to players who posses identification badge and who have sufficiently advanced in game **Original Titles:**Live-action interactive adventure gameLive-action interactive adventure game **Alerting Abstract** ...NOVELTY - Each participant is provided a unique identification badge. Clues are provided to players who posses the badge and who have sufficiently advanced in the **game**. The player are allowed to advance in the **game** and find more clues as each challenge is successfully completed. **USE** - For playing interactive treasure hunt **game**.**ADVANTAGE** - Excitement and entertainment property of **games** are improved while improving creativity and imagination of player... ..**DESCRIPTION OF DRAWINGS** - The figure shows a perspective view of a **game** participant using a computer **game**. **Title Terms** .../Index Terms/Additional Words: **GAME**; Original Publication Data by Authority**Original Abstracts:**An interactive treasure hunt **game** is provided. **Game** participants receive a card, map and/or identification badge configured with an RFID tag, bar-code or a magnetic "swipe" strip or the like. The **RFID** tag or other identifying device is used to store certain **information** identifying each play participant and/or describing certain powers or abilities possessed by an imaginary character that the card may represent. Players advance in the **game** by finding clues and solving various puzzles presented by the **game**. Players may also gain (or lose) certain attributes, such as magic skills, magic strength, fighting ability, various spell-casting abilities, etc. All of this **information** is preferably stored on the **RFID** tag or card so that the **character** attributes may be easily and conveniently transported to other similarly-equipped play facilities, computer **games**, video **games**, home **game consoles**, hand-held **game** units, and the like. In this manner, the **game** can seamlessly transcend from one play environment and/or entertainment medium to the next... .. An interactive treasure hunt **game** is provided. **Game** participants receive a card, map and/or identification badge configured with an RFID tag, bar-code or a magnetic "swipe" strip or the like. The **RFID** tag or other identifying device is used to store certain **information** identifying each play participant and/or describing certain powers or abilities possessed by an imaginary character that the card may represent. Players advance in the **game** by finding clues and solving various puzzles presented by the **game**. Players may also gain (or lose) certain attributes, such as magic skills, magic strength, fighting ability, various spell-casting abilities, etc. All of this **information** is preferably stored on the **RFID** tag or card so that the **character** attributes may be easily and conveniently transported to other similarly-equipped play facilities, computer **games**, video **games**, home **game consoles**, hand-held **game** units, and the like. In this manner, the **game** can seamlessly transcend from one play environment and/or entertainment medium to the next. **Claims:**What is claimed is:1. A method for playing an interactive treasure hunt **game** comprising the following steps:providing each play participant with a unique or semi-unique identification badge or **token**, said **token** being capable of storing certain selected information identifying each play participant and/or certain powers or abilities possessed by an imaginary character represented by the **token**;providing clues for players to find and use in solving various challenges, said clues only being accessible to players who possess a **token** and who have sufficiently advanced in the **game**; andallowing players to advance in the **game** and find more clues as each challenge is successfully completed... .. 1. A method for

providing an interactive treasure hunt **game**, the method comprising: providing each of a plurality of play participants with a wand having a radio frequency identification (**RFID**) **transponder**; storing on each wand unique identification **information** for identifying each respective play participant and for identifying at least one attribute possessed by an imaginary character associated with the wand; receiving, with at least one receiver, identification **information** from at least one **RFID transponder**; providing clues for the plurality of play participants to find and use in completing various challenges in a **game**, said clues being accessible only by play participants who possess a wand and who have sufficiently advanced in the **game**; and allowing play participants who complete a challenge to advance in the **game** and to find additional clues.... Basic Derwent Week: 200435...

67/5,K/126 (Item 95 from file: 350)
Derwent WPIX
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0008208220 *Drawing available*
WPI Acc no: 1997-312911/199729
XRPX Acc No: N1997-259081

Computer system for playing computer games - in which stored specific characteristic data of computer game is updated in accordance with result of processed computer games

Patent Assignee: HUDSON KK (HUDS-N); HUDSON SOFT CO LTD (HUDS-N)

Inventor: SAWAGUCHI T; TAKASHI S

Patent Family (7 patents, 8 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 779588	A2	19970618	EP 1996308942	A	19961210	199729	B
JP 9155065	A	19970617	JP 1995346490	A	19951212	199734	E
CA 2192296	A	19970613	CA 2192296	A	19961206	199741	E
US 5961386	A	19991005	US 1996763452	A	19961211	199948	E
CN 1158458	A	19970903	CN 1996121483	A	19961212	200140	E
CA 2192296	C	20030218	CA 2192296	A	19961206	200327	E
CN 1179287	C	20041208	CN 1996121483	A	19961212	200618	E

Priority Applications (no., kind, date): JP 1995346490 A 19951212

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
EP 779588	A2	EN	14	9		
Regional Designated States,Original		DE FR GB NL				
JP 9155065	A	JA	7	5		
CA 2192296	A	EN				
CA 2192296	C	EN				

Alerting Abstract EP A2

The computer system stores specific **characteristic data** of each of the **game** players in a **memory card** for each of the **game** players. The specific **characteristic data** is **removable** from one memory to another memory in accordance with the **result** of the competing **game**. The **memory card** is **detachable** from the computer system, and the computer system is able to be **connected** to a network.

The skill of the **game** players is displayed and stored, and each skill of the **game** players is displayed on all display units of the **game** players at the same time in the network. All **game** players are therefore able to play the same computer **game** at the same time on the network and one **game** player is able to recognise the skills of the other **game** players on the network.

USE - Playing **competitive** computer **game** with specific **characteristic removable data**.

ADVANTAGE - Enables skill of **game** player to be displayed and stored clearly and correctly.

Title Terms /Index Terms/Additional Words: COMPUTER; SYSTEM; PLAY; **GAME**; STORAGE ; SPECIFIC; **DATA**; **UPDATE**; ACCORD; **RESULT**; PROCESS

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date			
A63F-0013/10	A	I		R	20060101			
G06F-0013/00	A	I	F	R	20060101			
G06Q-0050/00	A	I		R	20060101			
A63F-0013/10	C	I		R	20060101			
G06F-0013/00	C	I	F	R	20060101			
G06Q-0050/00	C	I		R	20060101			

US Classification, Issued: 463043000, 463042000, 463025000

File Segment: EngPI; EPI;

DWPI Class: T01; W02; W04; P36

Manual Codes (EPI/S-X): **T01-H03**; **T01-P02A**; W02-F10G; **W04-X02A8**; **W04-X02C**

Computer system for playing computer games -in which stored specific charcatristic data of computer game is updated in accordance with result of processed computer games ...Original Titles:Computer system for playing competing type **game** with specific **characteristic removable data**Système d'ordinateur pour jouer un jeu compétitif avec des données de **caractéristique** spécifique échangeables... ..**MATCH TYPE COMPUTER GAME SYSTEM CAPABLE OF EXCHANGING SPECIFIED INTRINSIC DATA**Computer system for playing competing type **game** with specific **characteristic removable data**. **Alerting Abstract** ...The computer system stores specific **characteristic data** of each of the **game** players in a **memory card** for each of the **game** players. The specific **characteristic data** is **removable** from one memory to another memory in accordance with the **result** of the competing **game**. The **memory card** is **detachable** from the computer system, and the computer system is able to be **connected** to a network... ..The skill of the **game** players is displayed and stored, and each skill of the **game** players is displayed on all display units of the **game** players at the same time in the network. All **game** players are therefore able to play the same computer **game** at the same time on the network and one **game** player is able to recognise the skills of the other **game** players on the network... ..**USE - Playing competitive computer game with specific characteristic removable data.****ADVANTAGE -** Enables skill of **game** player to be displayed and stored clearly and correctly. **Title Terms** .../Index Terms/Additional Words: **GAME**;**DATA**; **UPDATE**;**RESULT**; **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-0013/10**... ..**G06F-0013/00** **A63F-0013/10**... ..**G06F-0013/00** Manual Codes (EPI/S-X): **T01-H03**... ..**T01-P02A**... ..**W04-X02A8**... ..**W04-X02C** Original Publication Data by Authority**Original Abstracts:**In a computer system for playing a computer **game** of the present **invention**, the computer game is a competing type game and specific characteristic data of each of game players is stored in a **memory card** of each **game** player. The specific **characteristic** data is **removable from** one memory to another memory in accordance with **result** of the competing **game**. The **memory card** is **detachable from the** computer system. Further, the computer system is able to be **connected** with a network. **Therefore**, a skill of the **game** player is displayed and stored clearly and correctly.

Further, each skill of the **game** players is displayed on all display units of the **game** players at same **time** on the network. Therefore, all **game** players are able to play a same computer **game** at the same **time** on the network and one **game** player is able to recognize the skills of other **game** players on the **network**. ... In a computer system for playing a computer **game** of the present invention, the computer **game** is a competing type game and specific characteristics data of each of game players is stored in a **memory card** of each game player. The specific characteristic **data is removable** from one memory to another memory in accordance with result of the competing game. The **memory card is detachable** from the computer **system**. Further, **the computer** system is able to be **connected** with a network. Therefore, a skill of the **game** player is displayed and stored clearly and correctly.

Further, each skill of the **game** players is displayed on all display units of the **game** players at same time on the network. Therefore, **all game** players are able to play a same computer **game** at the same time on the network and **one game** player is able to recognize the skills of **other game** players on the network. **Claims:** 1. A computer system for playing a computer **game**, said **computer** system comprising:

memory means for storing specific **characteristic** data of said **computer game**;

a CPU for **processing** said computer **game**; and

means for updating said **stored** specific **characteristic** data in accordance with result of said **processed computer game**. A computer **game** system in which two human players compete against each other comprising:

a ROM for storing a computer **game**; a RAM into which the ROM loads the computer **game**; a CPU controlling the loading of the computer **game** into the RAM and executing the **game**; at least two control units, each used by a player to play the computer **game**; at least **two machine-readable** medium each containing at least a first **data** and a separate second **data**, different from the first **data**, said first **data corresponding** to a respective player's ability to **play** the computer **game**, and the separate second **data** corresponding to previous accomplishment of said respective player in playing the computer **game**; means for enabling each player to wager a **portion** of the **data** corresponding to his respective previous accomplishment in playing the **computer game** that he will defeat the other player when playing the computer **game**; and means for deducting the portion wagered of the **data** corresponding to previous accomplishment from the losing player and adding it to the **winning** player, wherein the **data** contained in said at least two **machine-readable** medium is not changed by any software stored in said ROM, and cannot be directly changed by the respective player. >Basic Derwent Week: 199729

67/5,K/38 (Item 7 from file: 350) [Links](#)

Derwent WPIX

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0014762284 *Drawing available*

WPI Acc no: 2005-109938/200512

Related WPI Acc No: 1999-393891; 2001-136358; 2005-504655; 2005-553113; 2005-553125; 2005-562761; 2001-662611; 2003-898865

XPX Acc No: N2005-094863

Bonus printing and dispensing system for electronic game machine, receives command signals to print and dispense bonus information and awards to player according to selected events occurring on game machine

Patent Assignee: OKUNIEWICZ D M (OKUN-I)

Inventor: OKUNIEWICZ D M

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 6840860	B1	20050111	US 1997795152	A	19970207	200512	B
			US 1997994075	A	19971219		
			US 2000639441	A	20000815		

Priority Applications (no., kind, date): US 1997994075 A 19971219; US 1997795152 A 19970207; US 2000639441 A 20000815

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 6840860	B1	EN	20	3	C-I-P of application	US 1997795152
					C-I-P of application	US 1997994075
					C-I-P of patent	US 5908354
					C-I-P of patent	US 6146276

Alerting Abstract US B1

NOVELTY - A computing unit analyzes selected event occurrence **information** signals **output** from event detection sampler based on detection of selected event occurrence notification signals, to **output** command signals. A **bonus** - printing/dispensing device prints and dispenses **bonus information** and **awards** to the player according to selected events occurring on the **game machine**, by receiving command signals.

USE - For printing and dispensing **bonus** items e.g. **coin**, cash, bonus tickets, **lottery** tickets, scratch off tickets, complimentaries, promotional materials and other bonus awards to player playing electronic **game machine** e.g. **slot machine**, video poker **machine** and **casino game machine**.

ADVANTAGE - Allows the player to modify the **bonus** payout according to players wish, without requiring additional inspection by a **gaming** commission or its agent.

DESCRIPTION OF DRAWINGS - The figure shows the block diagram of the programmable electronic activity detector and command generator of **bonus** printing and dispensing system.

Title Terms /Index Terms/Additional Words: **BONUS**; **PRINT**; **DISPENSE**; **SYSTEM**; **ELECTRONIC**; **GAME**;

MACHINE; RECEIVE; COMMAND; SIGNAL; **INFORMATION**; **AWARD**; PLAY; ACCORD; SELECT; EVENT; OCCUR

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0003/16	A	I		R	20060101
G06F-0003/16	C	I		R	20060101

US Classification, Issued: 463043000, 273142B00, 381061000, 463035000

File Segment: EngPI; EPI;

DWPI Class: T01; T04; T05; W04; P36

Manual Codes (EPI/S-X): T01-J08A; T04-G08; T05-H05E; W04-X02; W04-X02A3; W04-X02E

Bonus printing and dispensing system for electronic game machine, receives command signals to print and dispense bonus information and awards to player according to selected events occurring on game machine
Original Titles:Printing and dispensing **bonusing** system for gaming devices **Alerting Abstract ...NOVELTY** - A computing unit analyzes selected event occurrence **information** signals **output** from event detection sampler based on detection of selected event occurrence notification signals, to **output** command signals. A **bonus** printing/dispensing device prints and dispenses **bonus information** and **awards** to the player according to selected events occurring on the **game machine**, by receiving command signals. **USE** - For printing and dispensing **bonus** items e.g. coin, cash, bonus tickets, **lottery** tickets, scratch off tickets, complimentaries, promotional materials and other bonus awards to player playing electronic **game machine** e.g. **slot machine**, video poker **machine** and **casino game machine**. ... **ADVANTAGE** - Allows the player to modify the **bonus** payout according to players wish, without requiring additional inspection by a **gaming** commission or its agent... **DESCRIPTION OF DRAWINGS** - The figure shows the block diagram of the programmable electronic activity detector and command generator of **bonus** printing and dispensing system. **Title Terms /Index Terms/Additional Words:** **BONUS**; ... **GAME**; ... **INFORMATION**; **AWARD**; Original Publication Data by Authority**Original Abstracts:**The present invention provides a printing and dispensing **bonusing** system for electronic **gaming devices**, particularly a **casino gaming device**, which **includes at least** one detection device which is adapted **for connection** to an electronic **apparatus**, the detection device operative to detect selected event occurrences on an electronic apparatus and **output** event occurrence notification **signals** upon detection of an event. An event detection sampling device is **connected in information** transmission **connection** with the detection device, the event detection sampling device operative to detect and receive event occurrence notification signals from the detection devices, analyze the received event occurrence notification signals and **output** event occurrence **information** signals including **information specifying** selected event **occurrences**. **Connected in information** transmission **connection** with the event detection sampling device is an event occurrence **information** signal computing device **which** is operative to receive and analyze the event occurrence **information** signals **output** by the event detection sampling device and upon detection of selected event occurrence **information** signals, **output** command **signals** for **initiating** operation of at least one **bonus** printing and dispensing device **connected** thereto, independent of a standard **output device** of the **electronic gaming device** and operative to **accept** command signals from the computing device and to print and dispense **bonus information** and **awards** **resulting from** selected combinations being produced by the electronic **gaming device** whereby an operator/player of the electronic **gaming device** is **awarded** selected **bonus** items and **awards**.
>**Claims:**I claim:1. A printing and dispensing **bonusing** system for electronic gaming devices, said system

comprising: at least one detection means adapted for connection to an electronic apparatus, said detection means operative to detect selected event occurrences on an electronic apparatus and output event occurrence notification signals upon detection of an event; event detection sampling means in information transmission connection with said detection means, said event detection sampling means operative to detect and receive event occurrence notification signals from said detection means, analyze said event occurrence notification signals and output event occurrence information signals including information specifying selected event occurrences; event occurrence information signal computing means in information transmission connection with said event detection sampling means, said event occurrence information signal computing means operative to receive and analyze said selected event occurrence information signals output by said event detection sampling means and upon detection of selected event occurrence notification signals, output command signals for initiating operation of at least one bonus printing/dispensing device connected to a programmable event occurrence information signal computing device; and said at least one bonus printing/dispensing device independent of a standard output device of the electronic gaming device and operative to accept command signals from said programmable event occurrence information signal computing device and to print and dispense bonus information and awards resulting from selected events occurring on the electronic gaming device whereby an operator/player of the electronic gaming device is awarded selected bonus information and awards. >... Basic Derwent Week: 200512...

67/5,K/28 (Item 28 from file: 347) [Links](#)

JAPIO

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06942806 **Image available**

SIGNAL PROCESSOR, ITS METHOD, GAME DEVICE, AND MACHINE - READABLE RECORDING MEDIUM RECORDED WITH SOFTWARE

Pub. No.: 2001-170357 [JP 2001170357 A]

Published: June 26, 2001 (20010626)

Inventor: IIJIMA TOSHIYUKI

Applicant: SONY CORP

Application No.: 11-361223 [JP 99361223]

Filed: December 20, 1999 (19991220)

International Class: A63F-013/00

ABSTRACT

PROBLEM TO BE SOLVED: To provide a television **game** showing different **characters** for each user, for example, and having more interest and more profoundness.

SOLUTION: A CD-ROM 40 storing a **game** program is fitted to a ROM I/F (interface) 11, a memory card 50 recording a proceeding process is fitted to a recording medium I/F 18, and a **game** is started in this **game machine** body 10. A CPU 13 **reads** the ID of the **memory card** 50 after the start of the **game** and generates **parameters** used for the control of the **game** program. For generating **characters**, for example, they are generated in the data selected by the ID. A **game** story is changed according to the ID. The user can play the **game** by using **characters** and scenes offered to only the user having the **memory card** 50.

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SIGNAL PROCESSOR, ITS METHOD, GAME DEVICE, AND MACHINE - READABLE RECORDING MEDIUM RECORDED WITH SOFTWARE

ABSTRACT

PROBLEM TO BE SOLVED: To provide a television **game** showing different **characters** for each user, for example, and having more interest and more profoundness.

SOLUTION: A CD-ROM 40 storing a **game** program is fitted to a ROM I/F (interface) 11, a memory card 50 recording a proceeding process is fitted to a recording medium I/F 18, and a **game** is started in this **game machine** body 10. A CPU 13 **reads** the ID of the **memory card** 50 after the start of the **game** and generates **parameters** used for the control of the **game** program. For generating **characters**, for example, they are generated in the data selected by the ID. A **game** story is changed according to the ID. The user can play the **game** by using **characters** and scenes offered to only the user having the **memory card** 50.

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67/5,K/34 (Item 3 from file: 350) [Links](#)

Derwent WPIX

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0015831903 *Drawing available*

WPI Acc no: 2006-027298/200603

Related WPI Acc No: 2004-374966; 2007-455463

XRPX Acc No: N2006-023786

Interactive game provision method for electronic treasure hunt game, involves providing clues to complete various challenges in game, and token having barcode storing unique person identifier number to game participants

Patent Assignee: BARNEY J A (BARN-I); WESTON D C (WEST-I)

Inventor: BARNEY J A; WESTON D C

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20050266907	A1	20051201	US 2002370568	P	20020405	200603	B
			US 2003410583	A	20030407		
			US 2005183592	A	20050718		

Priority Applications (no., kind, date): US 2002370568 P 20020405; US 2003410583 A 20030407; US 2005183592 A 20050718

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20050266907	A1	EN	28	23	Related to Provisional	US 2002370568
					Continuation of application	US 2003410583

Alerting Abstract US A1

NOVELTY - The **game** participants (105) are provided with identification badge or **token** having barcode storing unique person identifier number (UPIN). A barcode reader is provided to obtain identification information from the barcode. Clues are provided to participants to complete various challenges in the **game**. The participants who possess the **token** and complete the challenge are allowed to find additional clues.

DESCRIPTION - An INDEPENDENT CLAIM is also included for interactive **game** system.

USE - For providing live action interactive adventure **games** such as electronic treasure hunt **game** in internet, home television, theater, local family entertainment centers and family restaurants.

ADVANTAGE - Since the character attributes such as magic skills, magic strength, fighting ability, various spell casting abilities etc., are stored on the radio frequency identification (**RFID**) tag, the **character** attributes are easily and conveniently **transported** to other similarly-equipped play facilities, computer **games**, home **game consoles**, hand-held **game** units, etc.

DESCRIPTION OF DRAWINGS - The figure shows a schematic diagram of RF reader and master control system.

Title Terms /Index Terms/Additional Words: INTERACT; **GAME**; PROVISION; METHOD; ELECTRONIC; HUNTING; COMPLETE; VARIOUS; **TOKEN**; STORAGE; UNIQUE; PERSON; IDENTIFY; NUMBER; PARTICIPATING

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/10	A	I		R	20060101
A63F-0003/00	A	N		R	20060101
A63F-0013/10	C	I		R	20060101
A63F-0003/00	C	N		R	20060101

US Classification, Issued: 463001000

File Segment: EPI;

DWPI Class: T01; T04; W04

Manual Codes (EPI/S-X): T01-J30B; T04-A03B1; W04-X02C

Interactive game provision method for electronic treasure hunt game, involves providing clues to complete various challenges in game, and token having barcode storing unique person identifier number to game participants **Original Titles:** Systems and methods for providing an interactive game **Alerting Abstract** ...**NOVELTY** - The game participants (105) are provided with identification badge or token having barcode storing unique person identifier number (UPIN). A barcode reader is provided to obtain identification information from the barcode. Clues are provided to participants to complete various challenges in the game. The participants who possess the token and complete the challenge are allowed to find additional clues. **DESCRIPTION** - An **INDEPENDENT CLAIM** is also included for interactive game system... **USE** - For providing live action interactive adventure games such as electronic treasure hunt game in internet, home television, theater, local family entertainment centers and family restaurants... **ADVANTAGE** - Since the character attributes such as magic skills, magic strength, fighting ability, various spell casting abilities etc., are stored on the radio frequency identification (**RFID**) tag, the character attributes are easily and conveniently transported to other similarly-equipped play facilities, computer games, home game consoles, hand-held game units, etc... **Title Terms** .../Index **Terms/Additional Words:** **GAME**; ... **TOKEN**; **Original Publication Data by Authority** **Original Abstracts:** An interactive treasure hunt game is provided. Game participants receive a card, map and/or identification badge configured with an RFID tag, barcode or a magnetic "swipe" strip or the like. The **RFID** tag or other identifying device is used to store certain information identifying each play participant and/or describing-certain powers or abilities possessed by an imaginary character that the card may represent. Players advance in the game by finding clues and solving various puzzles presented by the game. Players may also gain (or lose) certain attributes, such as magic skills, magic strength, fighting ability, various spell-casting abilities, etc. All of this information is preferably stored on the **RFID** tag or card so that the character attributes may be easily and conveniently transported to other similarly-equipped play facilities, computer games, video games, home game consoles, hand-held game units, and the like. In this manner, the game can seamlessly transcend from one play environment and/or entertainment medium to the next. **Claims:** 1. A method for providing an interactive game, the method comprising: providing each of a plurality of play participants with a token having a barcode, each barcode representing unique identification information for identifying at least one play participant; providing at least one receiver capable of obtaining identification information from at least one barcode; providing clues for the plurality of play participants to find and use in completing various challenges in a game; and allowing play participants who possess a token and who complete a challenge to advance in the game and/or to find additional clues.... **Basic Derwent Week:** 200603...

67/5,K/58 (Item 27 from file: 350) [Links](#)

Derwent WPIX

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0013624973 *Drawing available*

WPI Acc no: 2003-720511/200368

XRFX Acc No: N2003-575990

Gaming machines electronic tokens managing method, involves transferring electronic tokens through communication network to super security application module external to gaming machine from module inside machine

Patent Assignee: MOIK H (MOIK-I); ATRONIC INT GMBH (ATRO-N)

Inventor: MOIK H

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030134680	A1	20030717	US 2002347866	P	20020115	200368	B
			US 2002287931	A	20021104		
US 7169053	B2	20070130	US 2002287931	A	20021104	200710	E

Priority Applications (no., kind, date): US 2002347866 P 20020115; US 2002287931 A 20021104

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20030134680	A1	EN	10	4	Related to Provisional	US 2002347866

Alerting Abstract US A1

NOVELTY - The method involves receiving a **smart card** having electronic **tokens** in a **smart card reader** associated with a **gaming machine**. The **tokens** are **transferred** from the card to a secure application module (SAM) of the **machine** that is **connected** to a communications network. The **tokens** are **transferred** through the network to super SAM external to the **machine** from the SAM inside the **machine**.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a system for operating **gaming machine**.

USE - Used for managing electronic **tokens** in **gaming machines**.

ADVANTAGE - The method maintains the amount of money on the SAM around default level, thereby eliminating the risk of full or emptying of SAM and hence provides efficient distribution of money to all **gaming machines** on the network.

DESCRIPTION OF DRAWINGS - The drawing shows a **gaming machines** connected to a network for transferring financial information between **gaming machines** SAM and the external super SAM.

Title Terms /Index Terms/Additional Words: **GAME; MACHINE; ELECTRONIC; TOKEN; MANAGE; METHOD; TRANSFER; THROUGH; COMMUNICATE; NETWORK; SUPER; SECURE; APPLY; MODULE; EXTERNAL**

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
G06F-0019/00	A	I		R	20060101
G07F-0017/32	A	I		R	20060101
G07F-0007/10	A	I		R	20060101
A63F-0013/00	A	I	F	B	20060101
G06F-0019/00	C	I		R	20060101
G07F-0017/32	C	I		R	20060101
G07F-0007/10	C	I		R	20060101
A63F-0013/00	C	I	F	B	20060101

US Classification, Issued: 463043000, 463043000, 463042000, 463025000

File Segment: EPI;

DWPI Class: T05; W04

Manual Codes (EPI/S-X): T05-H02C1; T05-H02C5C; T05-H05E; T05-H08C; W04-X02A

Gaming machines electronic tokens managing method, involves transferring electronic tokens through communication network to super security application module external to gaming machine from module inside machine Alerting Abstract ...NOVELTY - The method involves receiving a smart card having electronic tokens in a smart card reader associated with a gaming machine. The tokens are transferred from the card to a secure application module (SAM) of the machine that is connected to a communications network. The tokens are transferred through the network to super SAM external to the machine from the SAM inside the machine.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a system for operating gaming machine. ...

...USE - Used for managing electronic tokens in gaming machines. ...on the SAM around default level, thereby eliminating the risk of full or emptying of SAM and hence provides efficient distribution of money to all gaming machines on the network...

DESCRIPTION OF DRAWINGS - The drawing shows a gaming machines connected to a network for transferring financial information between gaming machines SAM and the external super SAM. Title Terms /Index Terms/Additional Words: GAME; MACHINE; ...TOKEN; ...TRANSFER; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date

G06F-0019/00...G07F-0017/32...G07F-0007/10...A63F-0013/00 G06F-0019/00...G07F-0017/32...G07F-0007/10...A63F-0013/00 Manual Codes (EPI/S-X): T05-H02C1...T05-H02C5C...T05-H05E...T05-H08C...W04-X02A

Original Publication Data by AuthorityOriginal Abstracts: Gaming machines connected to a network each have a smart card reader and an internal memory for receiving electronic tokens downloaded from the smart cards. In a secure room of a casino, there are a number of card readers containing smart cards having an appropriate memory size. These external card readers are connected to the various gaming machines via the network to provide secure financial transactions over the network. Whenever the electronic token balance of a gaming machine's internal memory exceeds a configurable upper limit, the balance is automatically reduced to a default level by the gaming machine transferring the excess money to an idle external smart card. Whenever the electronic token balance of a gaming machine's internal memory falls below a configurable lower limit, the balance is automatically increased to a default level by the gaming machine transferring the money from an idle external smart card. Gaming machines connected to a network each have a smart card reader and an internal memory for receiving electronic tokens downloaded from the smart cards. In a secure room of a casino, there are a number of card readers containing smart cards having an appropriate memory size. These external card readers are connected to the various gaming machines via the network to provide secure financial transactions

over the network. Whenever the electronic **token** balance of a **gaming machine's** internal memory exceeds a configurable upper limit, the balance is automatically reduced to a default level by the **gaming machine transferring** the excess money to an idle external **smart card**. Whenever the electronic **token** balance of a **gaming machine's** internal memory falls **below** a configurable **lower** limit, the balance is automatically increased to a default level by the **gaming machine transferring** the money from an idle external **smart card**. >Claims: What is claimed is: 1. A method comprising: receiving a smart card in a card reader associated with a gaming machine, the smart card having electronic tokens stored in a first memory; transferring electronic tokens from the smart card to a second memory internal to a gaming machine, the gaming machine being connected to a communications network; and transferring electronic tokens via the network between a third memory, external to the gaming machine, and the second memory... ... What is claimed is: 1. A method comprising: receiving a smart card in a card reader associated with a gaming machine, the smart card having electronic tokens stored in a first memory; transferring electronic tokens from the smart card to a second memory internal to a gaming machine, the gaming machine being connected to a communications network; and transferring electronic tokens via the network between a third memory, external to the gaming machine, and the second memory, the third memory not being part of the smart card having the first memory, wherein transferring electronic tokens between the third memory and the second memory comprises transferring electronic tokens from the third memory to the second memory to increase the number of electronic tokens in the second memory to at or above a predetermined lower limit, wherein the transferring of electronic tokens between the third memory and the second memory is initiated and performed automatically to increase the number of electronic tokens in the second memory to at or above the predetermined lower limit and not pursuant to any request by a player to transfer electronic tokens between the third memory and the second memory. Basic Derwent Week: 200368

67/5,K/63 (Item 32 from file: 350) [Links](#)

Derwent WPIX

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0013493516 *Drawing available*

WPI Acc no: 2003-585845/200355

Related WPI Acc No: 2001-637699; 2002-082223; 2005-415571

XRPX Acc No: N2003-466441

Incentive provision method for slot machine player, involves debiting player account in response to insertion of card into card reader and crediting gaming device associated with card reader

Patent Assignee: ACRES GAMING INC (ACRE-N); ACRES J (ACRE-I)

Inventor: ACRES J

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030104862	A1	20030605	US 1996672217	A	19960625	200355	B
			US 2001832425	A	20010410		
			US 2002213814	A	20020806		
US 6800030	B2	20041005	US 2002213814	A	20020806	200465	E

Priority Applications (no., kind, date): US 2001832425 A 20010410; US 1996672217 A 19960625; US 2002213814 A 20020806

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20030104862	A1	EN	59	34	Continuation of application	US 1996672217
					Continuation of application	US 2001832425
					Continuation of patent	US 6244958
					Continuation of patent	US 6431983

Alerting Abstract US A1

NOVELTY - A card for player is issued and player account is created which is accessible by host computer. The issued card is associated with player account, to apply a predetermined credit to player account. The account is debited in response to the insertion of card into a card reader (100). The gaming device associated with the card reader is credited corresponding to the debited amount.

USE - For providing incentive during playing game in gaming device such as slot machine.

ADVANTAGE - Enables motivating players to play by providing complementary or molding credits while preventing the credits from being cashed out by the players.

DESCRIPTION OF DRAWINGS - The figure shows the block diagram of electronic module of game device monitoring system.

100 card reader

Title Terms /Index Terms/Additional Words: PROVISION; METHOD; **SLOT**; **MACHINE**; PLAY; ACCOUNT; RESPOND; INSERT; CARD; **READ**; **GAME**; **DEVICE**; ASSOCIATE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-013/00; A63F-009/22			Main		"Version 7"

US Classification, Issued: 463025000, 463025000, 463016000, 463042000

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): T05-H02C3; T05-H05E; T05-L02; W04-X02A3

Incentive provision method for slot machine player, involves debiting player account in response to insertion of card into card reader and crediting gaming device associated with card reader **Original Titles:**Method for providing incentive to play gaming devices connected by a network to a host computer... ..Method for providing incentive to play gaming devices connected by a network to a host computer **Alerting Abstract** ...with player accounted, to apply a predetermined credit to player account. The account is debited in response to the insertion of card into a card reader (100). The gaming device associated with the card reader is credited corresponding to the debited amount. USE - For providing incentive during playing game in gaming device such as slot machine.DESCRIPTION OF DRAWINGS - The figure shows the block diagram of electronic module of game device monitoring system... ..100 card reader **Title Terms** .../Index Terms/Additional Words: SLOT; MACHINE;READ; GAME; DEVICE; **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date A63F-013/00... ..A63F-009/22 Main Manual Codes (EPI/S-X): T05-H02C3... ..T05-H05E... ..T05-L02... ..W04-X02A3 **Original Publication Data by Authority****Original Abstracts:**A method for providing incentive to players of networked slot machines includes a card reader associated with each machine and a card associated with each player. A player account accessible by a host computer on the network is created which associates the player's card with the account. A predetermined credit is applied to the player's account. In a complementary incentive, credit from the player's account is applied to the coin-in meter of a slot machine responsive to insertion of the player card into a card reader associated with the machine. In a matching incentive also implemented by the present invention, each time the player inserts a coin into the slot machine, an equal credit is debited from the player's account and applied to the coin-in meter of the machine. In both cases, the credit can only be used by the player to play the machines and cannot be cashed out by the player... .. A card reader is associated with each gaming machine on a network and a card is associated with each player. A player account accessible by a host computer on the network is created that associates the player's card with the account. A promotional credit is applied to the player's account. In a complementary incentive, credit from the player's account is applied to the coin-in meter of a slot machine responsive to insertion of the player card into a card reader associated with the machine. In a matching incentive also implemented by the present invention, each time the player inserts a coin into the slot machine, an equal credit is debited from the player's account and applied to the coin-in meter of the machine. In both cases, the credit can only be used by the player to play the machines and cannot be cashed out by the player. **Claims:**1. A method for providing incentive to play gaming devices connected by a network to a host computer comprising:associating each gaming device with a card reader;issuing a card to a gaming device player;creating a player account accessible by the host computer;associating the card with the player account;applying a predetermined credit to the player's account;debiting the account responsive to insertion of the

card into one of the card **readers**; and crediting the **gaming device** associated with said one card **reader** with the amount debited **from** the account. What is claimed is: 1. A method for providing **incentive** to play **gaming devices connected** by a network to a host computer comprising: creating a player account accessible by the host computer; applying a **promotional** credit to the player account; accessing the account and applying at least some of the promotional credit to a coin-in meter on said one gaming device responsive to a single command **initiated** by a player at one of the **gaming devices**; and preventing the promotional credit from being cashed out by the player....
Basic Derwent Week: 200355...

67/5,K/95 (Item 64 from file: 350)

Derwent WPIX

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0011072026 *Drawing available*

WPI Acc no: 2002-007177/200201

XRPX Acc No: N2002-006267

Pachinko machine in game arcade, updates prize winning amount in IC card after each game, based on purchase of coins using IC card

Patent Assignee: SANKYO CO LTD (SANY)

Inventor: UGAWA S

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
JP 2001286651	A	20011016	JP 2000107045	A	20000407	200201	B

Priority Applications (no., kind, date): JP 2000107045 A 20000407

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
JP 2001286651	A	JA	29	22	

Alerting Abstract JP A

NOVELTY - An **updating** unit updates the prize winning amount in an **IC card**, in response to **coins** purchased by a player using the **IC card**, after each **game**.

USE - Pachinko **machine** in a **game arcade**.

ADVANTAGE - The labor and management cost involved in collection and storage of prize winning money after each **game**, are reduced.

DESCRIPTION OF DRAWINGS - The **figure** shows the block diagram of the **IC card** issue payment machine.
(Drawing includes non-English language text).

Title Terms /Index Terms/Additional Words: MACHINE; **GAME**; UPDATE; PRIZE; WINNING ; AMOUNT; IC; CARD; AFTER; BASED; PURCHASE; **COIN**

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
A63F-007/02			Main		"Version 7"
G06F-017/60			Secondary		"Version 7"

File Segment: EngPI; EPI;
DWPI Class: T01; P36
Manual Codes (EPI/S-X): T01-P02

Pachinko machine in game arcade, updates prize winning amount in IC card after each game, based on purchase of coins using IC card Original Titles: **DEVICE FOR GAME Alerting Abstract ...NOVELTY** - An updating unit updates the prize winning amount in an **IC card**, in response to **coins** purchased by a player using the **IC card**, after each **game**. **USE** - Pachinko **machine** in a **game arcade**. ... **ADVANTAGE** - The labor and management cost involved in collection and storage of prize winning money after each **game**, are reduced... **DESCRIPTION OF DRAWINGS** - The **figure** shows the block diagram of the **IC card** issue payment machine. (Drawing includes non-English language text). **Title Terms** .../Index Terms/Additional Words: **GAME**; ... **COIN**... ..

67/5,K/29 (Item 29 from file: 347) [Links](#)

JAPIO

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06077818 **Image available**

GAME MACHINE AND MONEY COLLECTING MANAGEMENT SYSTEM

Pub. No.: 11-019330 [JP 11019330 A]

Published: January 26, 1999 (19990126)

Inventor: YONEZAWA TATSUSHI
SUGIMOTO SHUICHI

Applicant: OMRON CORP

Application No.: 09-178122 [JP 97178122]

Filed: July 03, 1997 (19970703)

International Class: A63F-009/00; G06K-019/077; G07F-007/08

ABSTRACT

PROBLEM TO BE SOLVED: To easily deal with a revision of the game charge, by equipping a reader-writer to read data out/in a coin type IC card and composing a money collecting and management system to wright a used amount of money and data corresponding to a residual amount of money by subtracting a used amount into a coin type IC card and discharging the card.

SOLUTION: Inside a game machine equipped with a display part and an operation part with a joy stick and operation buttons on the front face, an IC card reader-writer to read/write a coin type IC card 9 without contact is equipped. The coin type IC card 9 has an outer dimensions slightly larger than, for instance, a 100 yen coin, and is mounted with an IC module into whose circuit board a microcomputer and a memory are integrated as a chip, and is sealed by resin to form. A circle shaped coil 11 for transmission to transmit power and data without contact is equipped. A used amount of money, a residual amount, sale data, etc. Are stored in the IC card 9 to perform a game.

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GAME MACHINE AND MONEY COLLECTING MANAGEMENT SYSTEM

International Class: A63F-009/00; G06K-019/077; G07F-007/08

ABSTRACT

PROBLEM TO BE SOLVED: To easily deal with a revision of the game charge, by equipping a reader-writer to read data out/in a coin type IC card and composing a money collecting and management system to wright a used amount of money and data corresponding to a residual amount of money by subtracting a used amount into a coin type IC card and discharging the card.

SOLUTION: Inside a game machine equipped with a display part and an operation part with a joy stick and operation buttons on the front face, an IC card reader-writer to read/write a coin type IC card 9 without contact is equipped. The coin type IC card 9 has an outer dimensions slightly larger than, for instance, a 100

yen coin, and is mounted with an IC module into whose circuit board a microcomputer and a memory are integrated as a chip, and is sealed by resin to form. A circle shaped coil 11 for transmission to transmit power and data without contact is equipped. A used amount of money, a residual amount, sale data, etc. Are stored in the IC card 9 to perform a game.

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67/5,K/30 (Item 30 from file: 347) [Links](#)

JAPIO

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05985977 **Image available**

DEVICE AND METHOD FOR PROCESSING INFORMATION AND RECORD MEDIUM

Pub. No.: 10-269077 [JP 10269077 A]

Published: October 09, 1998 (19981009)

Inventor: CHATANI KIMIYUKI

Applicant: SONY COMPUTER ENTERTAINMENT KK [000000] (A Japanese Company or Corporation) , JP (Japan)

Application No.: 09-074932 [JP 9774932]

Filed: March 27, 1997 (19970327)

International Class: [6] G06F-009/06

JAPIO Class: 45.1 (INFORMATION PROCESSING -- Arithmetic Sequence Units)

JAPIO Keyword: R102 (APPLIED ELECTRONICS -- Video Disk Recorders, VDR); R131 (INFORMATION PROCESSING -- Microcomputers & Microprocessors)

ABSTRACT

PROBLEM TO BE SOLVED: To limit the number of times of using a down-loaded software.

SOLUTION: Software contents and an operation number-of-times **token** which are down-loaded from a software contents server 121 and an operation number-of-times **token** server 122 through a communication medium 123 and a communication adapter 124 are respectively **transferred** and stored to the corresponding one of **memory cards** 85 and 86 **connected** to a **game machine** main body 2. At the time of activating the software **contents** stored in the **memory card** 85, the operation number-of-times **token** stored in the **memory card** 86 is **read**, and in the case that the remaining possible operation number of times indicated by the operation number-of-times **token** is more than '1', the software contents are activated and the operation number-of-times **token** is updated so as to reduce the remaining operation possible number of times just for '1'.

ABSTRACT

...**SOLUTION:** Software contents and an operation number-of-times **token** which are down-loaded from a software contents server 121 and an operation number-of-times **token** server 122 through a communication medium 123 and a communication adapter 124 are respectively **transferred** and stored to the corresponding one of **memory cards** 85 and 86 **connected** to a **game machine** main body 2. At the time of activating the software **contents** stored in the **memory card** 85, the operation number-of-times **token** stored in the **memory card** 86 is **read**, and in the case that the remaining possible operation number of times indicated by the operation number-of-times **token** is more than '1', the software contents are activated and the operation number-of-times **token** is updated so as to reduce the remaining operation possible number of times just for '1'.

67/5,K/51 (Item 20 from file: 350) [Links](#)

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*SAME
APPLI CANT*

0013836869 *Drawing available*

WPI Acc no: 2004-013839/200402

XRFX Acc No: N2004-010345

Portable medal-operated home video game machine in game arcade, has distribution unit which discharges specific medal according to fulfillment of preset condition during game proceeding state

Patent Assignee: ARUZE CO LTD (ARUZ-N); ARUZE KK (ARUZ-N); SHINODA T (SHIN-I)

Inventor: SHINODA T

Patent Family (6 patents, 35 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1367552	A2	20031203	EP 200312096	A	20030528	200402	B
JP 2003340153	A	20031202	JP 2002156391	A	20020529	200404	E
US 20030228903	A1	20031211	US 2003449800	A	20030529	200405	E
ZA 200304204	A	20040128	ZA 20034204	A	20030529	200420	E
AU 2003204494	A1	20031218	AU 2003204494	A	20030529	200442	E
JP 3830862	B2	20061011	JP 2002156391	A	20020529	200668	E

Priority Applications (no., kind, date): JP 2002156391 A 20020529

67/5,K/50 (Item 19 from file: 350) [Links](#)

Derwent WPIX

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0013858617 *Drawing available*

WPI Acc no: 2004-036982/200404

XRFX Acc No: N2004-030183

Portable medal operated home video game machine for game arcades, transfers data read from chip to controller, so that game starts with status determined based on read data

Patent Assignee: ARUZE CO LTD (ARUZ-N); ARUZE KK (ARUZ-N); SHINODA T (SHIN-I)

Inventor: SHINODA T

SAME APPLICANT

Patent Family (6 patents, 35 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1367551	A2	20031203	EP 200312095	A	20030528	200404	B
JP 2003340152	A	20031202	JP 2002156390	A	20020529	200404	E
US 20030232646	A1	20031218	US 2003449803	A	20030529	200406	E
ZA 200304205	A	20040526	ZA 20034205	A	20030529	200438	E
AU 2003204486	A1	20031218	AU 2003204486	A	20030529	200442	E
JP 3830861	B2	20061011	JP 2002156390	A	20020529	200668	E

Priority Applications (no., kind, date): JP 2002156390 A 20020529

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
EP 1367551	A2	EN	85	31		
Regional Designated States,Original	AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LI LT LU LV MC MK NL PT RO SE SI SK TR					
JP 2003340152	A	JA	49			
ZA 200304205	A	EN	166			
JP 3830861	B2	JA	67		Previously issued patent	JP 2003340152

67/5,K/48 (Item 17 from file: 350) [Links](#)
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SAME APPLICANT

0014022883 *Drawing available*
 WPI Acc no: 2004-204647/200420
 XRPX Acc No: N2004-162594

Gaming machine for game arcade has CPU that transmits game initial data or game history data read out from token to server

Patent Assignee: ARUZE CORP (ARUZ-N); ARUZE KK (ARUZ-N)
 Inventor: SHINODA T

Patent Family (6 patents, 35 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1391855	A1	20040225	EP 200318953	A	20030820	200420	B
JP 2004073583	A	20040311	JP 2002239691	A	20020820	200420	E
ZA 200306483	A	20040428	ZA 20036483	A	20030820	200432	E
US 20040106455	A1	20040603	US 2003644082	A	20030820	200436	E
AU 2003236220	A1	20040311	AU 2003236220	A	20030820	200459	E
US 7001276	B2	20060221	US 2003644082	A	20030820	200615	E

Priority Applications (no., kind, date): JP 2002239691 A 20020820

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
EP 1391855	A1	EN	28	8		
Regional Designated States,Original		AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LI LT LU LV MC MK NL PT RO SE SI SK TR				
JP 2004073583	A	JA	28			
ZA 200306483	A	EN	75			

67/5,K/109 (Item 78 from file: 350)
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0010092776 *Drawing available*
WPI Acc no: 2000-399477/200034
XRAM Acc no: C2000-120571
XRPX Acc No: N2000-299266

Label for game pieces, coupons, or promotional materials, has a base ply having printed indicia and is attached to a substrate by water-insoluble adhesive

Patent Assignee: CARIDES J J (CARI-I); DITTLER BROS INC (DITT-N); FUTRAL T D (FUTR-I); HALL G W (HALL-I); PITTMAN J T (PITT-I); RICH B R (RICH-I)

Inventor: CARIDES J J; FUTRAL T D; HALL G W; HALL I G W; PITTMAN J T; RICH B R

Patent Family (3 patents, 21 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2000027647	A1	20000518	WO 1999US26705	A	19991111	200034	B
US 20010035645	A1	20011101	US 1998191000	A	19981112	200168	E
US 6455119	B2	20020924	US 1998191000	A	19981112	200266	E

Priority Applications (no., kind, date): US 1998191000 A 19981112

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
WO 2000027647	A1	EN	24	4	
National Designated States,Original	CA MX				
Regional Designated States,Original	AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE				

Alerting Abstract WO A1

NOVELTY - A label (10) has water-impervious **base** (14) and upper plies (26). The **base** ply is **attached** to the substrate by a water-insoluble adhesive. The adhesive (26) is applied to the periphery of at least one of the plies to **attach** them. An indicia (22) is printed on the center of at least one of the upper surface of the **base** ply or the **bottom** surface of the upper ply.

USE - For **game pieces, coupons, or promotional materials**.

ADVANTAGE - The invention retains its integrity and withstands immersion in hot or cold water for extended periods.

DESCRIPTION OF DRAWINGS - The drawing shows a view of a label.

10 Label

14 **Base** ply

22 Indicia

26 Upper ply

Title Terms /Index Terms/Additional Words: LABEL; **GAME**; **PIECE**; **COUPON**; **PROMOTE**; **MATERIAL**;

*No I.C. COMPONENT,
HOWEVER*

BASE; PLY; PRINT; INDICIA; ATTACH; SUBSTRATE; WATER; INSOLUBLE; ADHESIVE

Class Codes

International Patent Classification

IPC	Class Level	Scope	Position	Status	Version Date
B32B-033/00; B32B-009/00; B42D-015/00			Main		"Version 7"

US Classification, Issued: 283081000, 428043000, 428040100, 428042200, 428040100, 428041700, 428041800 , 283103000, 283105000

File Segment: CPI; EngPI

DWPI Class: A17; A97; G03; P73; P76

Manual Codes (CPI/A-N): A12-P; A12-W03; G03-B04

Label for game pieces, coupons, or promotional materials, has a base ply having printed indicia and is attached to a substrate by water-insoluble adhesive Alerting Abstract ...NOVELTY - A label (10) has water-impervious **base** (14) and upper plies (26). The **base** ply is **attached** to the substrate by a water-insoluble adhesive. The adhesive (26) is applied to the periphery of at least one of the plies to **attach** them. An indicia (22) is printed on the center of at least one of the upper surface of the **base** ply or the **bottom** surface of the upper ply. USE - For **game pieces, coupons, or promotional materials**... ...14 **Base** ply... **Extension Abstract** ...EMBODIMENT of the label, a separating mechanism for the center and periphery of the upper ply has perforations. At least one of the top and **bottom** surfaces of the plies obscures the indicia from view before separation. The upper ply **bottom** surface includes an opaque material to obscure the indicia from view. A **removable**, scratch-off coating is applied on top of the indicia. **Title Terms** .../Index Terms/Additional Words: **GAME**;**COUPON**; **PROMOTE**;**BASE**;**ATTACH**; Original Publication Data by Authority**Original Abstracts**: A multi-ply label structure is especially, although not necessarily, adapted for **affixation** to a vessel. The multi-ply label is intended to protect a **game piece, coupon, or other material from** moisture and other detrimental external environments before **affixation** to the vessel. As a **result**, the bottle can be immersed in water for an extended period without destroying the integrity of the label structure... ... A multi-ply label structure is especially, although not necessarily, adapted for **affixation** to a vessel. The **multi-ply** label is intended to protect a **game piece, coupon, or other material from** moisture and other detrimental external environments before **affixation** to the vessel. As a **result**, the bottle can be **immersed** in water for an extended period without destroying the integrity of the label structure... ... A multi-ply label (10) for optional **affixation** to a vessel is disclosed. The multi-ply **label** (10) protects a **game piece, coupon, or other material** from moisture and **other detrimental environments** before **affixation** to the vessel thereby allowing the vessel to be immersed without destroying the label's integrity. The label (10) has a **base** ply (14), a middle ply or **game** portion (22), and a second ply (26). Generally, **the** length and width of the **game** portion (22), which has upper surface (74) is **less** than that of **base** ply (14) and second ply (26). This permits **base** ply (14) and second ply (26) to encase **game** portion (22) when the **base** ply periphery (30) and second ply periphery (34) are adhered by adhesive (78). If necessary, adhesive (54) can **attach** the **underside** of **game** portion (22) to the **upper** surface (58) of **base** ply (14). qui est concue pour etre fixee de maniere facultative sur un contenant. Cette etiquette multicouche (10) est concue pour proteger une piece de jeu, un **coupon** ou toute autre support de l'humidite et des autres elements environnementaux externes **nuisibles**, avant la fixation sur le contenant, ce qui permet d'immerger ledit contenant dans de l'eau pendant un laps de temps **important** sans que l'integrite de l'etiquette en soit affectee. Cette etiquette (10) **possede** une couche de **base** (14), une couche intermediaire ou partie jeu (22) et une seconde couche (26). **Generalement**, la longueur et la largeur de la partie jeu (22) dotee d'une surface superieure (74) sont inferieures a

celles de la couche de **base** (14) et de la seconde couche (26). Ceci permet d'enfermer la partie **jeu** (22) entre la couche de **base** (14) et la seconde couche (26) lorsque le pourtour (30) de la couche de **base** et le pourtour (34) de la seconde couche sont collés à l'aide d'un adhésif (78). Si nécessaire, l'adhésif (54) peut fixer la partie inférieure de la partie **jeu** (22) à la surface supérieure (58) de la couche de **base** (14). **Claims:** We claim: **1.** A label adapted for **attachment** to a substrate, comprising: a. a water-impervious **base** ply having: i. an upper surface; ii. a **lower** surface; iii. a peripheral portion; and iv. a central portion; b. a water-impervious **upper** ply having: i. a top surface; ii. a **bottom** surface; iii. a peripheral portion; and iv. a central portion; c. a water-insoluble adhesive applied to (i) the **lower** surface of the **base** ply for **attaching** the **base** ply to the substrate and (ii) the peripheral portion of at least one of the **base** ply and upper ply so as to **attach** the **base** ply and upper ply; and d. **indicia** printed on the central portion of at least one of the upper surface of the **base** ply or the **bottom** surface of the upper ply. A label for **attachment** to a substrate and for providing a protective enclosure for a **promotional** element, comprising: a. a water-impervious **base** ply having: i. an upper surface; ii. a **lower** surface; iii. a peripheral portion; and iv. a central portion; b. a water-impervious **upper** ply having: i. a top surface; ii. a **bottom** surface; iii. a peripheral portion; and iv. a central portion; c. a first water-insoluble adhesive applied to the **lower** surface of the **base** ply for **attaching** the **base** ply to the substrate, the first water-insoluble adhesive being soluble in a caustic bath; d. a second water-insoluble adhesive applied to the peripheral portion of at least one of the **base** ply and upper ply so as to **attach** the **base** ply and upper ply; and e. the **promotional** element for being **placed in** the protective enclosure **wherein** the protective **enclosure** for **receiving** the **promotional** element is defined between the central portion of the upper ply and the central portion of the **base** ply; wherein the water-impervious **base** ply, the water-impervious upper ply, and the water-insoluble adhesive prevent migration of moisture to the **promotional** element, whereby the integrity of the **promotional** element can be **maintained** when the substrate and the label with the **promotional** element are immersed in water; the **label** further comprising the element and wherein the element is a middle ply.

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0010137287 Drawing available
WPI Acc no: 2000-445678/200039
XRPX Acc No: N2000-332691

Game apparatus selects character information for recording on memory card, based on predetermined information and frequency of playing by user

Patent Assignee: NAMCO LTD (NAMC-N)

Inventor: NAKAMURA T

Patent Family (2 patents, 2 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
JP 2000157721	A	20000613	JP 1998352121	A	19981126	200039	B
US 6468162	B1	20021022	US 1999447826	A	19991123	200273	E

Priority Applications (no., kind, date): JP 1998352121 A 19981126

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
JP 2000157721	A	JA	15	12	

67/5,K/46 (Item 15 from file: 350) [Links](#)
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0014046862 *Drawing available*
WPI Acc no: 2004-229135/200422
XRPX Acc No: N2004-181199

Token for gaming machine, has a built-in integrated circuit chip with a storage section into which a game initial data set selected from a predetermined data group is stored

Patent Assignee: ARUZE CORP (ARUZ-N); ARUZE KK (ARUZ-N)
Inventor: SHINODA T

THIS APPLICATION

Patent Family (5 patents, 35 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 1391854	A1	20040225	EP 200318952	A	20030820	200422	B
JP 2004073584	A	20040311	JP 2002239692	A	20020820	200422	E
ZA 200306485	A	20040428	ZA 20036485	A	20030820	200432	E
US 20040106457	A1	20040603	US 2003644094	A	20030820	200436	E
AU 2003235568	A1	20040311	AU 2003235568	A	20030820	200459	E

Priority Applications (no., kind, date): JP 2002239692 A 20020820

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
EP 1391854	A1	EN	26	6	
Regional Designated States,Original	AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LI LT LU LV MC MK NL PT RO SE SI SK TR				
JP 2004073584	A	JA	26		
ZA 200306485	A	EN	66		

Alerting Abstract EP A1

NOVELTY - The **token** has a **built-in integrated circuit chip** (30alpha,30beta,30gamma,30delta) having a **storage section** into which a **game initial data** set selected from a predetermined data group is stored.

USE - For **gaming machine**.

ADVANTAGE - Ensures that playing the **game machine** becomes very entertaining due to use of **tokens**. Stimulates the desire of a player to use different **tokens** with **built-in IC chips**.

DESCRIPTION OF DRAWINGS - The **figure** shows the **game initial data** set stored in the **token**.

1Game initial data setting table

30alpha,30beta,30gamma,30deltaIntegrated circuit chip

Title Terms /Index Terms/Additional Words: **TOKEN; GAME; MACHINE; BUILD; INTEGRATE; CIRCUIT; CHIP; STORAGE; SECTION; INITIAL; DATA; SET; SELECT; PREDETERMINED; GROUP**

Set	Items	Postings	Description
S1	906976	1646257	S GAMING? OR GAME? ? OR GAMBLING? OR COMPETITIV? OR CONTEST? ? OR ARCADE? OR VIDEOGAM? OR AMUSEMENT? OR BOARDGAME?
S2	70910	114543	S CASINO OR GAMBLE? OR SLOT?()MACHINE? OR LOTTO? OR KENO OR WAGERING? OR BETTING? OR BLACKJACK? OR BINGO OR ROULETTE OR CRAPS
S3	14723	30352	S GAME(2W)CHANCE OR CASSINO? OR LOTTERY OR LOTTERIE? OR BACCARAT?
S4	972043	1791150	S S1:S3
S5	3152	5746	S TOKEN? OR (GAME OR GAMING OR CASINO)()CHIP? ? OR COIN? ? OR SLUG? OR MEDALLION? OR MEDALION?
S6	86500	124825	S CHARACTER? OR FIGURE? OR FIGURINE? OR (GAME OR GAMING OR PLAY? OR BOARDGAM?)()PIECE? OR METAPHOR?
S7	462	1061	S AVATAR? OR PROXY()REPRESENTATION? OR PERSONIF?
S8	765	2004	S (VIRTUAL? OR ANTHROPOMORPH? OR CARTOON? OR TOON? ? OR ANIMAT? OR GRAPHIC? OR VISUAL? OR HUMANOID?) (3N) (ENTIT? OR SYMBOL? OR REPRESENTATION? OR PIECE? OR GAMEPIECE? OR EMBODIMENT? OR REPLICA? OR REPRODUCTION?)
S9	5392	19467	S ICCHIP? OR MEMORY() (CHIP? OR CARD?) OR SMART()CARD? OR INTEGRAT?()CIRCUIT? OR STORAGE()SECTION?
S10	5318	18603	S (DIGITAL OR IC OR INTEGRAT?)() (CIRCUIT? OR CHIP? ?) OR RFID OR FLASH()DRIVE? OR FLASHDRIV? OR RADIO()FREQUENC?() IDENTIF?()DEVICE?
S11	40738	57802	S EPROM? OR PROM? OR EEPROM? OR IC()CIRCUIT? OR ICCIRCUIT? OR LOGICCIRCUIT? OR ASIC
S12	2684	8226	S (CHIP? ? OR PROCESSOR? OR MODULE? OR DEVIC?) (2N) (SEMICONDUCT? OR SEMI()CONDUCT?)
S13	31	94	S MEMORY()STICK? OR USB(2W) (STORAG? OR TOKEN?) OR USB() (MEMORY?()KEY? ?) OR COMPACT()FLASH?
S14	9	27	S SMART()MEDIA OR SMARTMEDIA? OR COMPACTFLASH? OR USB() (FLASHDRIVE? OR FLASH()DRIVE?)
S15	95	274	S SMARTCARD? OR ICCARD? OR CHIPCARD? OR (CHIP OR IC OR INTEGRATED?()CIRCUIT?)()CARD? ?
S16	21	54	S (SEMICONDUCT? OR SEMI()CONDUCT? OR SIM)()CARD? ? OR SIMCARD? OR ICCHIPCARD?
S17	44	154	S ELECTRONIC?() (CHIP()DEVICE? OR CARD? ? OR CHIP? ?)
S18	31122	51537	S BONUS? OR PRIZE? OR AWARD? OR WINNING? OR REWARD? OR JACKPOT?
S19	12134	22645	S JACK()POT? ? OR PAYOFF? OR PAY()OFF? ? OR REMUNERAT? OR REBATE? OR REFUND? OR MEDAL? ?
S20	14181	21142	S KITTY OR POT OR CHI
S21	35494	56387	S DISCOUNT? OR COUPON CASHBACK OR (MONEY OR CASH)()BACK
S22	2648	4757	S VOUCHER? OR LOYALTY PROMOTION?() (GIVEAWAY? OR GIVE()AWAY?)
S23	383029	876240	S DATA OR INFORMATION SCORING? OR RESULT? OR OUTPUT? OR DOCUMENT? OR
S24	160218	272846	S READING? OR REPORT EVALUATION? OR RECORD? ? OR OUTCOME? OR FACT? ?
S25	259089	496843	S TESTRESULT? OR TES OR STAT OR STATS OR DISCLOSUR? OR RESEARCH?
S26	106654	175067	S SUMMAR? OR SUMMAT? LOG OR LOGS OR KNOWLEDG? OR MEMORAND?
S27	47490	85161	S ATTACH? OR (SET OR PLACING OR INSERT? OR PLUG? OR SIT OR SITS OR S ATOP OR WITHIN? OR IN OR ONTOP) OR CONNECT?
S28	60177	107584	S INTEGRAL? OR INTEG INTERCONNECT? OR INTERLINK? OR INTRINSIC?
S29	7818	15574	S SLOT? ? OR (ELECTR OR INFOPORT? OR DATAPORT? OR PORTAL? OR PORT? ?
S30	4536	6898	S (INFO OR INFORMATI INFOPLUG? OR PLUG??? OR OUTLET? OR INLET? OR CRADLE? OR HOTSYNCCRADLE?
S31	1682	2639	S DOCK? ? OR DATADOCK? OR INFODOCK? OR SOCKET? OR INFOCKET? OR DATASOCKET? OR JACK? ? OR INFOJACK? OR DATAJACK?

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FILES

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HITS AFTER REVISION

S32 15609 23946 S AFFIX? OR HITCH? OR COUPL? OR (LOG OR LOGS OR LOGGING OR
 LOGGED) () (IN OR ON) OR LOGIN? OR LOGON?
 S33 31272 53792 S DETACH? OR DISCONNECT? OR RELEAS? OR UNFASTEN? OR REMOV? OR
 UNJOIN? OR DISLINK? OR DELINK?
 S34 3937 7504 S DISCONNEX? OR UNPLUG? OR OFF()LINE OR UNATTACH? OR DISENGAG?
 OR UNCOUPL? OR DECOUPL? OR DISJOIN?
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 S36 2507 4586 S UNCOUPL? OR DECOUPL? OR EJECT? OR UNLINK? OR UNCLIP? OR
 DISMOUNT? OR DISENGAG?
 S37 160443 286104 S READ? OR UPLOAD? OR DOWNLOAD? OR SCAN? OR INTERACT? OR
 BIDIRECT? OR TRANSPOND? OR INVESTIGAT? OR UPDAT?
 S38 133136 277436 S RECEIV?(3N)TRANSMI? OR TRANSCEIV? OR IMPORT? OR EXPORT? OR
 TRANSPORT? OR AUDIT? OR POLL? OR PING? OR ASCERTAIN?
 S39 39393 72494 S TELEPORT? OR DATATRANSFER? OR TRANSFER? OR INTERROGAT? OR
 INSTALL? OR UPLINK? OR DOWNLINK?
 S40 106642 216735 S MACHINE? OR APPARATUS? OR DEVICE? OR APPLIANC? OR CONSOLE? OR
 SERVER? OR EQUIPMENT? OR HARDWARE?
 S41 211066 341381 S BASE? OR BOTTOM? OR UNDERNEATH? OR UNDERSIDE? OR DISTAL? OR
 BENEATH? OR LOWER? OR BELOW?
 S42 330 5934 S S4 AND S5:S8 AND S9:S17 AND S18:S22 AND S23:S26 AND S27:S36
 S43 292 6968 S S42 AND S37:S41
 S44 330 8301 S S42:S43
 S45 231 6139 S S44 AND PY=1970:2002
 S46 268 6640 S S44 NOT PY=2003:2007
 S47 268 8016 S S45:S46
 S48 245 7260 RD (unique items)
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